Game Design Document
Team Above

Evan Pardo / Jan Park / Seth Rolfe / Matthew Sahakian / Kenneth Wagner / Zakery Warren

Summary

Above is a 2D side-scrolling, puzzle - platformer game that is centered around travelling upwards instead of to the left or right. The player's goal is to climb the trees of an ancient and mystic forest in order to break through the forest canopy. The player must manipulate two main characters at the same time throughout the game, solve puzzles, and avoid the hazards of this dark forest.

Core Vision

Above tells a compelling story of survival through the eyes of two companions, who must travel upwards through a dark and mystical forest in order to bring peace to their tribe.

Mechanics

Player Actions

- **Jump** - The central mechanic of a platformer game. Jumping consists of moving the character vertically upwards. Without this gameplay mechanic the player would not be able to complete simple tasks such as navigation. The player will use this in nearly every puzzle that they come across and it is something essential to the design of our game. The player has limited control over the character's horizontal movement while in air.
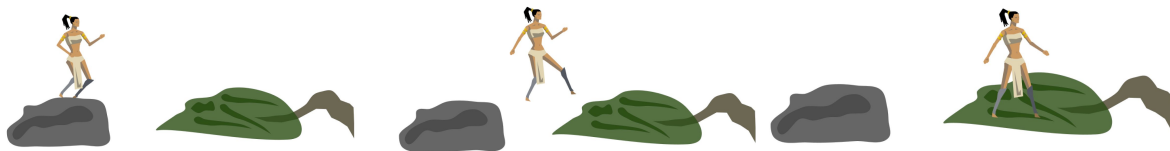
- **Grab** - The character's can grab onto a nearby object, ledge or climbable surface by holding the interact key. Grab is used in several actions, carry, drag, climb, hang, etc. The useage is dependant on the character's current state and if they're colliding with something tagged as such. For example, a small crate is tagged as carryable while a large one may be draggable. This allows the interact button to be used in many different ways.

- **Carry** - To pick up a small object such as a box, tap and hold the interact key once. The character may now carry the object with them. Used in tangent with both throw and drop actions.

- **Drop** - If the player is carrying an object, hanging, climbing and they release the interact key This can be used to fill gaps in the terrain, activate switches or to allow the character to reach new heights.
- **Throw** - Characters can launch objects that they are holding. If the object is small enough to be carried, it may be thrown as a projectile. To throw the object the character is holding, hold down the interact key. The player's movement is disabled and the thumb stick now controls the trajectory of the projectile. Release the interact key to throw the projectile on the highlighted path. This can be used to pass objects to the other character or to activate switches out of reach.

- **Walking -** Pushing the movement keys gently in either horizontal direction, will move the character slowly in that direction. The same action can be accomplished when using a keyboard if the player taps the movement keys to walk. This allows the player to perform more precise movements when they are in potentially dangerous positions. Walking when near a ledge would provide the player with the ability to get that character as close to the edge of the ledge as possible without falling off.


- **Teeter** - If either character is on the edge of a ledge and they are walking but not running they will teeter without falling. If the player presses that character's movement keys in either horizontal direction all the way over or for 1.5 seconds the character will fall off the ledge. This allows for precise movement when trying to jump to a lower area, it also prevents the player from dying needlessly and getting frustrated.
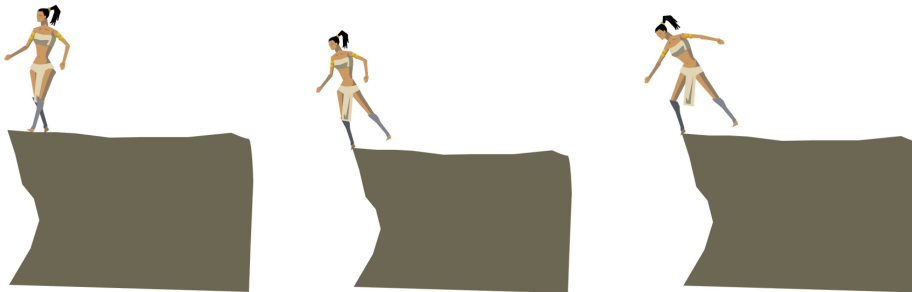
- **Run** - If the player is fully pushing the thumb sticks in a horizontal direction for at least 2 seconds the character associated with that thumb stick will begin to run. If using a keyboard they player must hold the movement keys for at least 2 seconds. This allows them to move at twice the normal speed allowing them to escape enemies or obstacles as well as to move more quickly across the level.
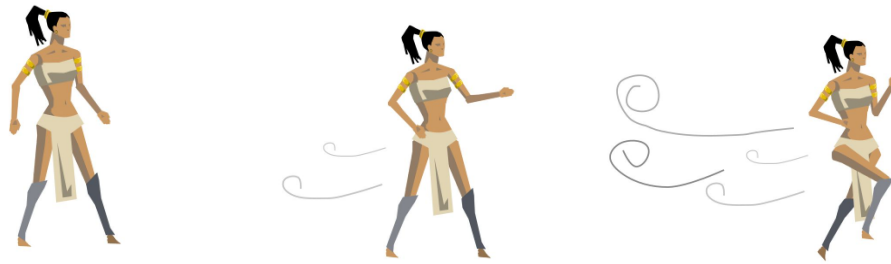
● **Crouching** - While holding the down movement keys, the player can make a character crouch. Crouching allows them to walk under some barriers and to avoid certain attacks. The player cannot enter the run state while crouching, and it also activates several contextual events detailed below.
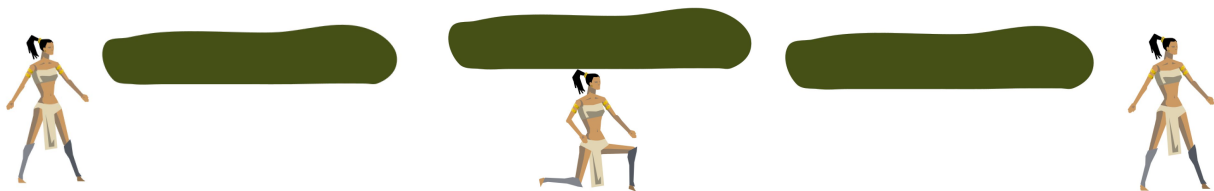

○ **Rolling** - While crouching the player can hit the jump key to make that character roll in the direction they are facing. This moves them quickly over a short distance and enables them to go under gaps too large to walk or run through.

○ **Totem Pole** - If the male is crouching, the female can interact with him to climb onto his shoulders. They then enter the Totem Pole state, with the male upright and the female upright upon his shoulders. His walking speed is slowed down to 50% and the female's movement is disabled with the male controlling movement for both. This interact can be used to reach platforms out of the scope of a

single character's jump height. To exit the totem pole state, the female must grab a ledge or jump off the male's shoulders.
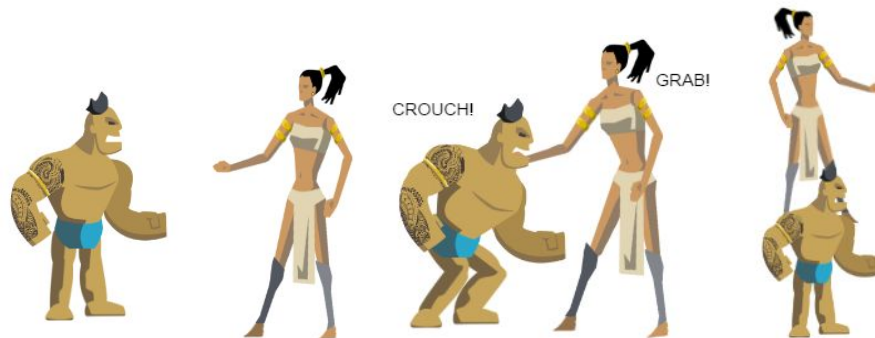
- ○ **Toss Character** - This works essentially the same way that throwing objects does. If the female is crouching the male can interact with her to toss her a short distance. The females movement is disabled and the male controls movement for both. To throw the female, hold the male's interact key to enter the toss state. The male's thumb stick now controls the trajectory of the female's flight, release the interact key to throw the female character on the highlighted path. To exit the carry or toss states press the male's jump key. This allows the female character to access specific areas of the game.

- ● **Hang** - The player can hold the interact key while a character is next to a ledge to hang from it. Holding the character's movement keys upwards will allow the character to pull themselves up the ledge placing the character on top of the platform. Horizontal vines can also be hung from. The player may move horizontally along them while holding the interact key. If the player lets go of the interact key, the character will fall.

- ● **Climb** - While characters are grabbing a climbable surface, they can move vertically along the surface. If the player lets go of the interact key, the character will fall.

- **Drag** - When a character is standing next to a large interactive object, the player may hold the interact key to grab onto it. While grabbed, movement on the horizontal plane will drag the object with the character. Release the interact key to let go of the object.

Character Skills

*The following skills are unlocked throughout the game at temple checkpoints. Each skill is specific to either the male or the female character. *

Sprint - While the male character is in the run state, the player holds the interact key to sprint with dominant force, this is different from running as it allows the male to move even faster and will also allow him to smash objects that are cracked. This skill costs 15 energy a second.
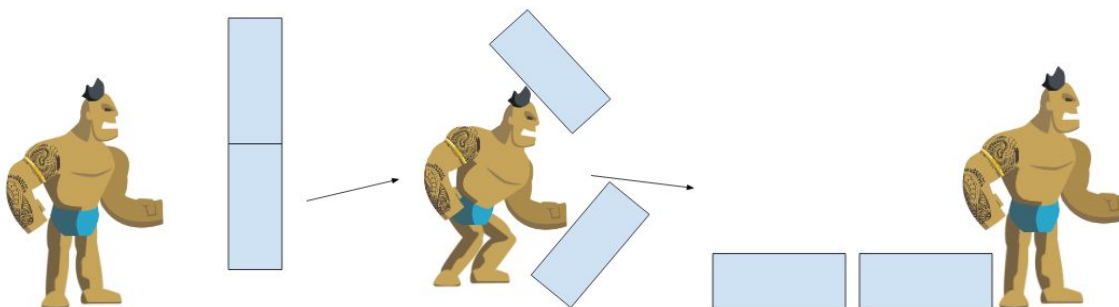
Spectral Clone - While the male is in the idle state the player may hold up, then press the Left Interact key to create a non-controllable clone of himself. The clone can be pushed or dragged to activate switches. Both players can manipulate this clone. This skill costs 30 energy.
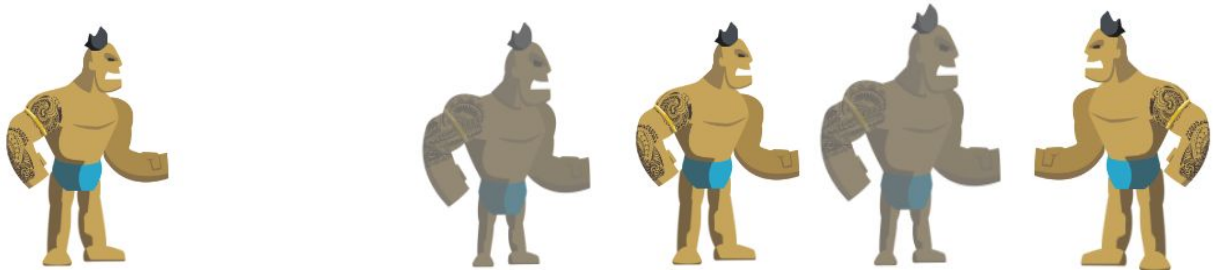
Heavy Slam - While the male is in the air the player may hold up on the left control and press the left interact key to perform a Heavy Slam. The male will come down at an angle with enormous force and destroy any cracked objects he hits. This skill costs 25 energy.

HEAVY!

SMASH!
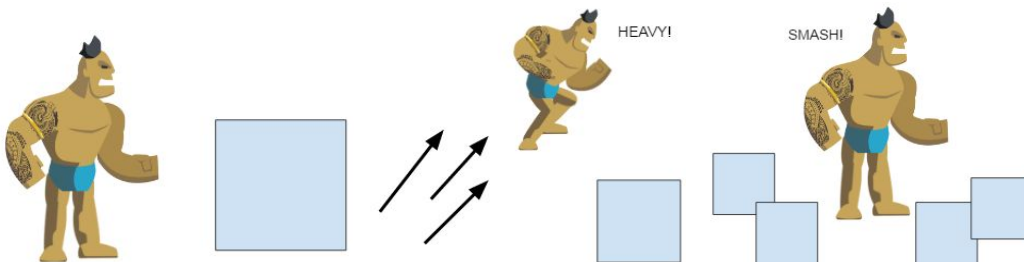
Glide - While the female is grabbing a climbable/hangable object the player may press and hold the right jump key to glide away from the object. She will glide down softly which prevents fall damage and allows her to reach difficult to get to areas. This skill costs 30 energy.
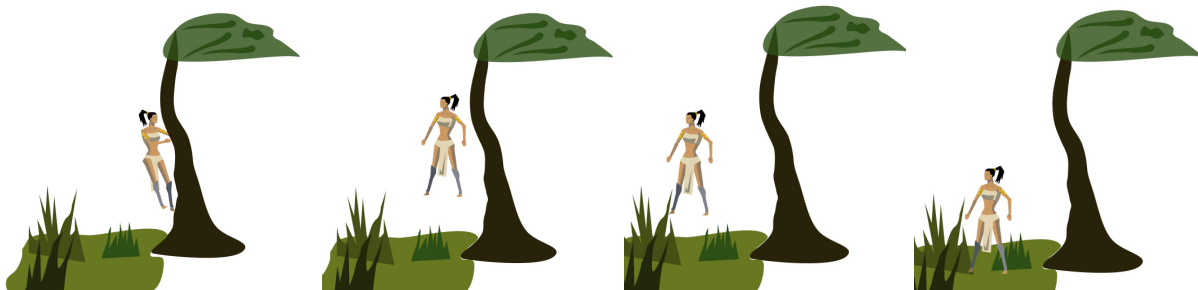
Magnetic Attraction - While in an idle state the player may hold the right control up and presses the right interact key. While holding this combination, objects within 15 units that are

marked with a magenta crystal will gravitate toward the player. This is useful for moving objects out of reach and to flip levers from afar. This skill costs 15 energy a second.
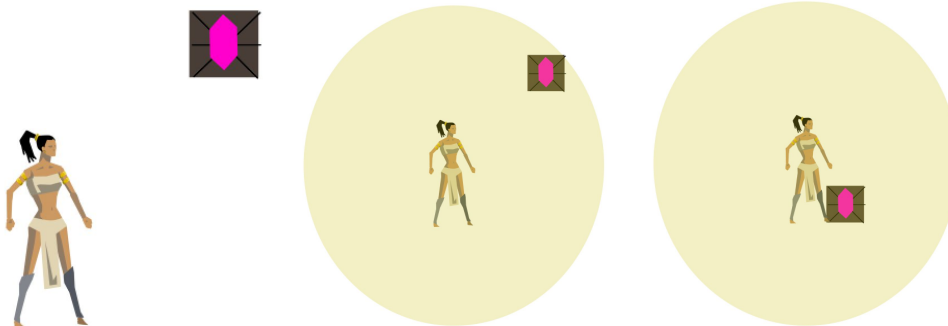
Animal Whisper - While the female is in the idle state the player may hold down on the right control and press the right interact key to begin the Animal Whisper ability. The closest Monkey on screen will be controlled by the player. While in control the player loses control of the female and her controls now manipulate the monkey. The monkey can jump further distances and enables the player to reach switches or other elements of the puzzle that are out of reach of the characters. This skill costs 50 energy. The energy meter for this skill starts at 50 is drained over time (0.83/second) and when the energy reaches 0 the female loses control of the monkey.

Gameplay Systems

- **Player death -** When one character dies the scene is reset, and the player must start over. The characters are linked via the amulet and share the same fate. There is no "Game Over, " and players will be able to re-attempt a level as many times as necessary. In Above, the characters and enemies do not have hit points. Instead we have made the game operate where there will be specific end game scenarios. If a player falls 10 units or more they will be instantly killed, while falling between 6-9 units will stun the character for 1 second. Colliding with the Night King or stepping on thorns will also cause the character to die instantly. If either of the players you control die, the game resets the level. When a character dies (or when both die) the game will go into a

slow-mo mode and zoom in on the character that was killed. This will show the player what happened to them and should help to prevent them from feeling frustrated from not knowing what killed them. Players will be able to re-attempt the level as many times as necessary.
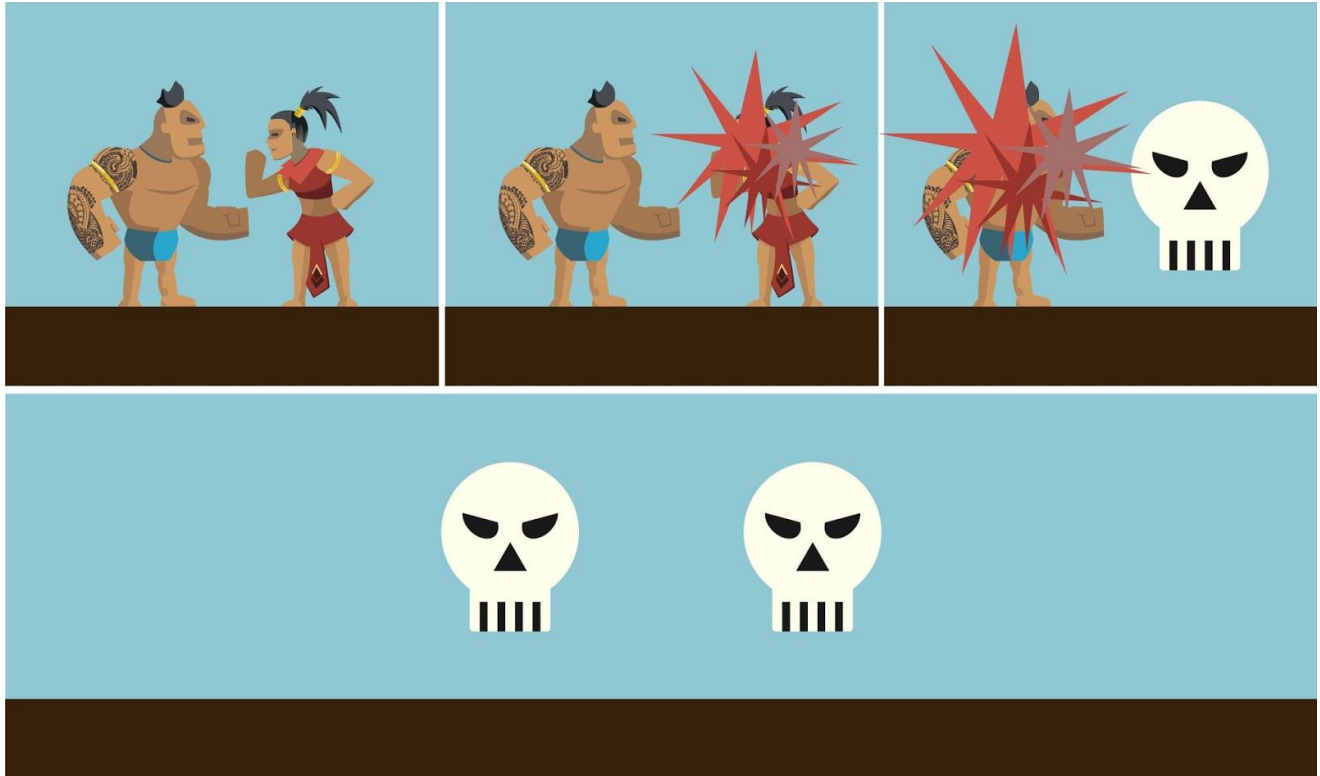
- **Manipulation of two characters with one controller** - The controls are meant to make the game's experience more complicated and increase the difficulty of navigating through the forest. When using a gamepad the left side controls one character while the right side controls the other.
- **Saving Progress** - Each time the player crosses into a new section/scene, the game will auto-save, and upon player death, they will restart only at the beginning of that scene or section. In this way, it works as a checkpoint as well.
- **Mystical Energy** - Each character has 100 energy. Energy is used to power the characters skills. Energy regenerates 5 per second, if both characters are within 10 units of each other, the regen rate is increased to 7 energy per second. When a character skill is used that character's regen is paused until the effect is over.
- **Shrines** - The characters find these throughout the forest. They contain magical knowledge that will impact the player with new skills. Each time the player visits one, both the male and female character will learn a new skill.

- **Level Progression -** The game is separated into three stages, each with three levels. Level 1 of each stage will introduce a new ability to the players. Level 2 will allow the player to gain experience using their newly acquired skills. Level 3 is a timed based level that forces the player to prove their mastery of all their skills.

Enemies

Just like the characters, enemies do not have health. All but the Night King can be killed in one hit by certain objects listed in the section below.

- **Antagonist / Boss** - **The Night King** - The Night King is a nightmarish creature that preys upon the humans of the forest. It will reappear during each of the two occasions during the game. During these phases, the Night King will pursue the characters and kill them if he contacts them. These phases will test the player's mastery of the skills learned in the previous level because they'll be using them to evade the Night King's advances.
  - The Night King is immune to damage and player abilities. The boss presents a threat the player must escape rather than defeat. The final level of the game will feature a puzzle designed to beat The Night King once and for all.
  - Players must demonstrate their mastery over basic puzzle solving mechanics as well as Sprint and Glide.
  - Night King will move on a predetermined path and will leave a cloud of black smoke/fog in his wake.
  - If either character stays within that smoke/fog for a certain amount of time they will die. If either character collides with the boss they also die.

(Storyboards of the Boss are located below)

(Character collides with the boss' darkness - Storyboard below)
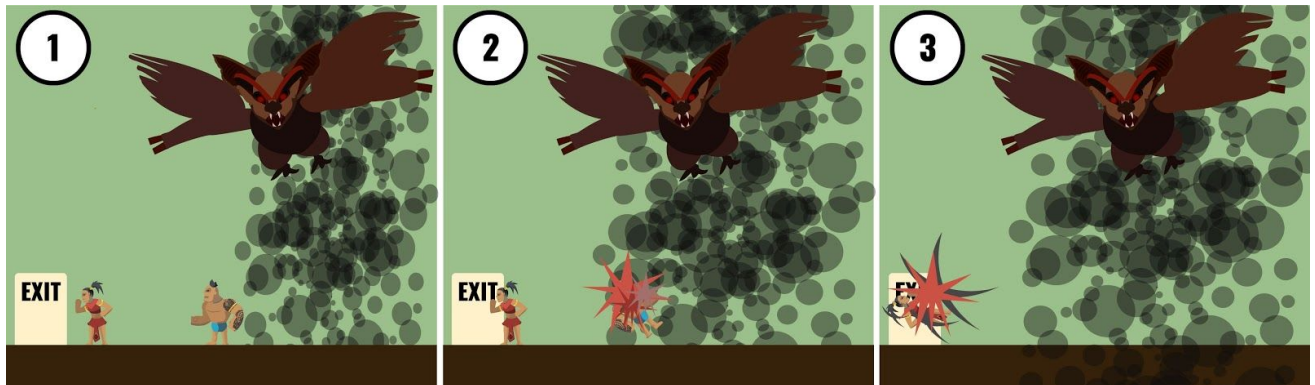
1. The male and female character are moving towards the exit, while The Night King pursues them with its darkness.
2. The darkness of the Night King reaches the male character kill him.
3. Because the male character has died, the female also dies, and the level must restart or go to the last checkpoint.

(Completing the boss level - Storyboard below)
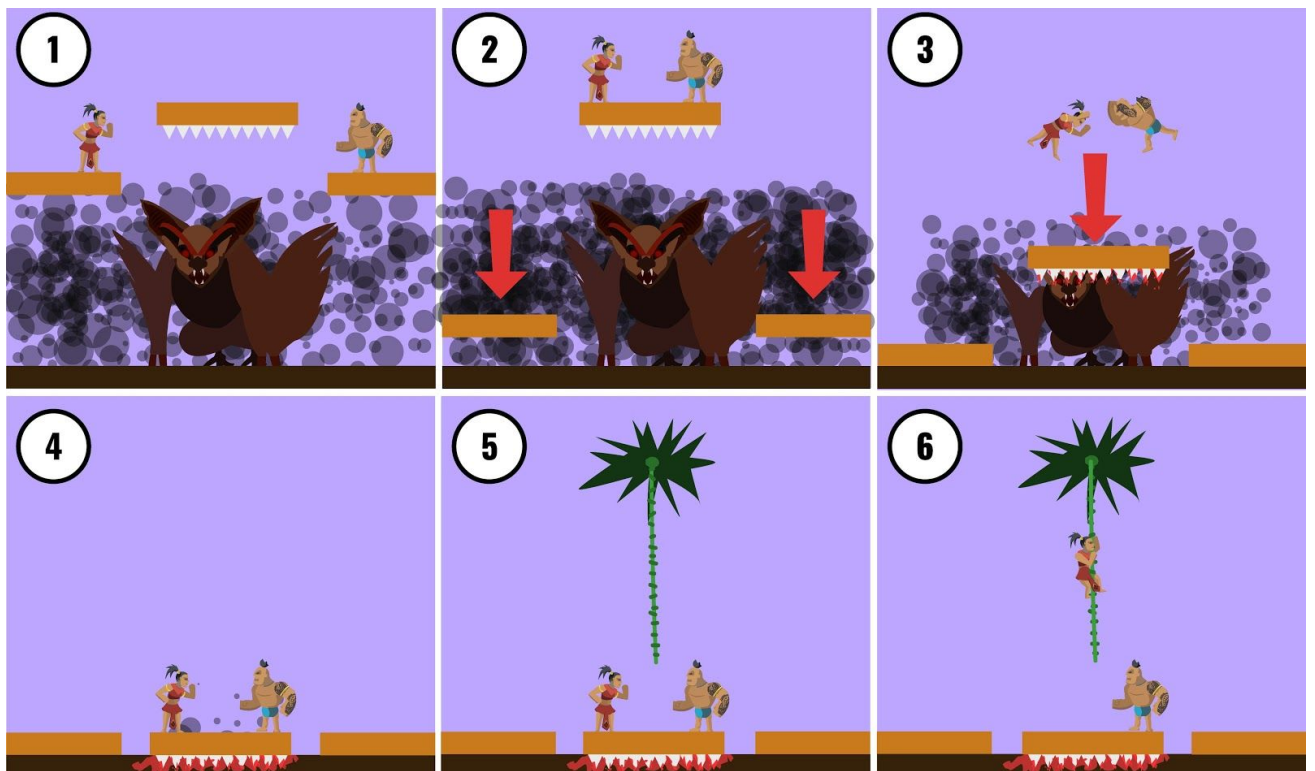
1. The female and male character are timing their jumps before the boss reaches them. A dark smoke follows the Night King's presence in the level.
2. The orange platforms fall down on the ground, while they land on the spiky platform.
3. Once the spiky platform hits the boss, the characters also fall. Now, even when the smoke is dangerous to both characters, they are not affected by it if the boss dies.
4. The player successfully defeats the boss, and its darkness disappear.
5. A rope appears on top of the level for the players to climb on, to guide them to their final destination. The rope is just a mechanism from which they transition to the next scene.
6. The player may now proceed to the next stage or level.

- **Animals** - Monkeys, Koalas, Snakes, Bats.
  - **Monkey** - They are spawned on/around trees and throw moss at either character if they are within their attack range. The moss causes the ground to become slippery and acts like ice would . After throwing the moss, the monkey will stay idle for 10 seconds before being able to throw again. The moss will stay on the ground during the entirety of the level unless the stage restarts or the characters die.
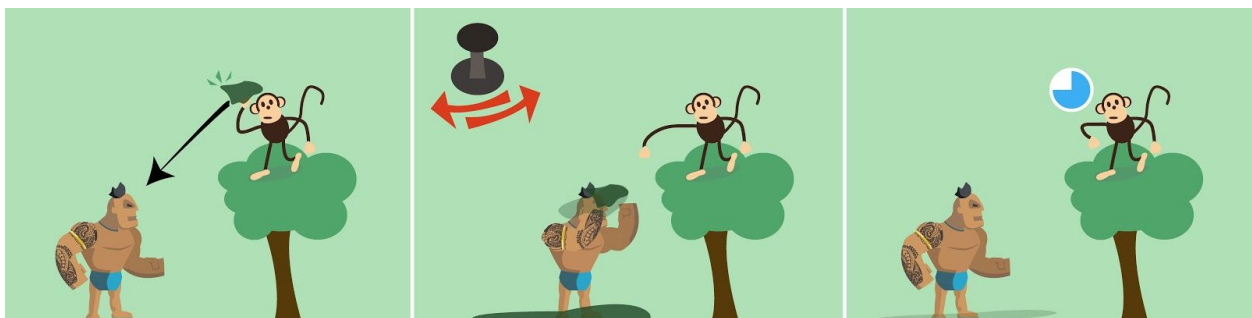
  - **Koalas** - Koalas patrol up/down randomly along vines or trees. Defends the lianas and tree trunks, if the characters get too close to them, they jump and grab onto their faces. While the Koala is attached to the character they will be unable to move and a small UI image will appear next to the character. The player will need to shake the stick horizontally for 6 seconds in order to get the Koala off their face and gain the ability to move again.
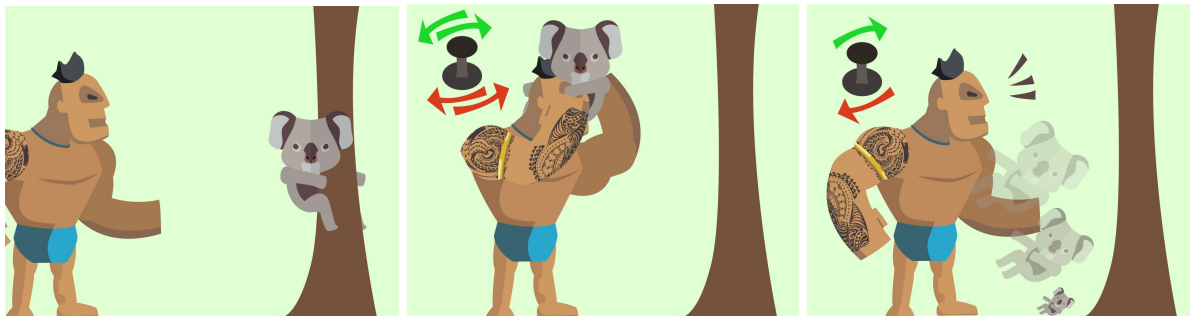
- **Snakes** - Snakes patrol back and forth and will attempt to bite at the ankles of either character while in range by lunging at them. If the attack hits it will knock the character back and will stun them for 2 seconds. This can be avoided by jumping over it before it attacks or by running away. They signal their attack with a subtle sound and animation. After attacking it will remain idle for 5 seconds and then go back to their patrolling state.
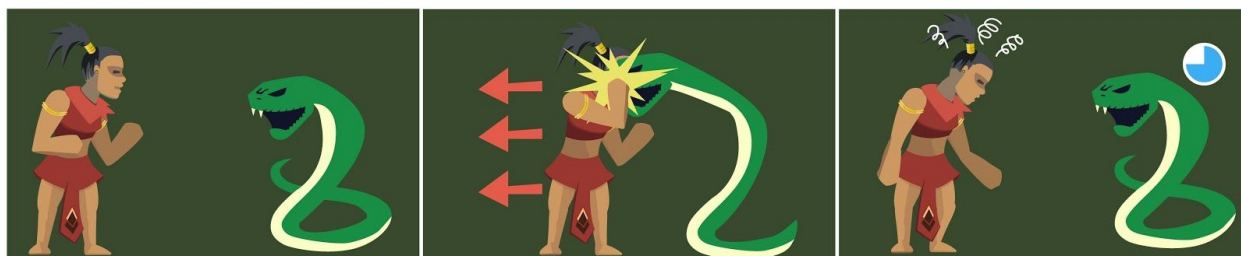
- **Bats** - When the characters get too close to a specifically styled hole in the environment, a single bat chases the characters on spawn, if the bat collides with either character before they assume a crouching position, a swarm of bats fly across the player's viewpoint and partially cover the camera obstructing their vision for 5 seconds.

Environmental Objects and Obstacles

* All interactive objects will have an edge shader and will vary in appearance from non-interactive objects. *

Any object marked with a magenta crystal can be manipulated by the female character's Magnetic Attraction skill.

Any object with a cracked surface may be destroyed by the male's sprint or heavy slam abilities and boulders

- **Grabbable Objects** - Boulders, vines, branches.
  - **Vines** - Can be climbed using the interact key. They have a beginning and an end and they can be hung in the levels both vertically and horizontally.
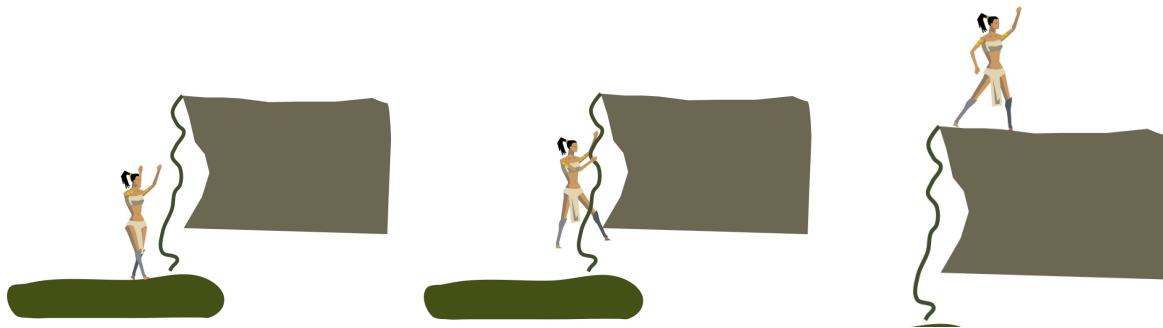
  - **Boulders** - Can be pushed. Once moving it will roll until it hits another object or if the curved slope is too high or steep to roll up it. Can be used to destroy cracked barriers. Boulders also kill characters upon impact.
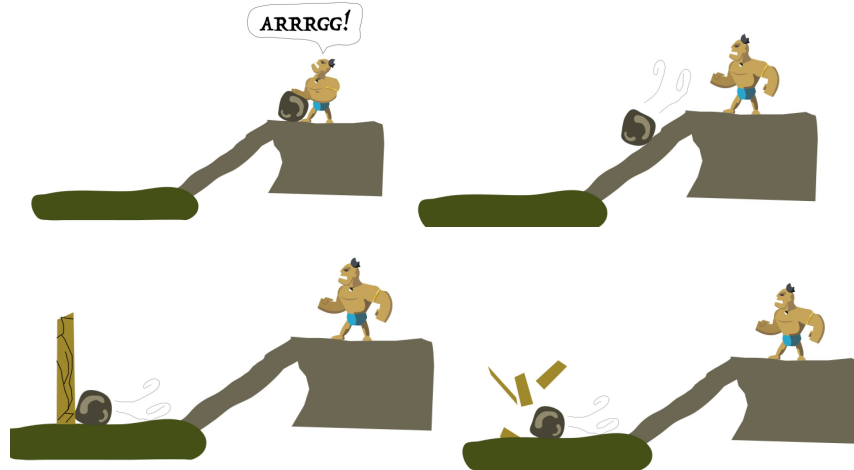
- **Branches** - Branches fall if any object is colliding with them after a certain amount of time. If a branch falls on an enemy or character it will instantly kill them. After falling the branch will disappear.

- **Ground Obstacles** - Big thorns, slime, water, moss
  - **Big thorns** - Kills the characters on collision. Used to block access to certain areas.

- ○ **Slime** - Slows the characters movement by half when it is walked on. Characters cannot jump when they are colliding with the slime.

- ○ **Water -** Flows from one point of the ground or an unreached area of the map.
  - ■ **River crossings:** Water is not harmful to the characters but will overcome their ability to move and push them in the direction of the water's flow. The primary purpose of this barrier is to delay or prevent the characters from reaching one point on the map.
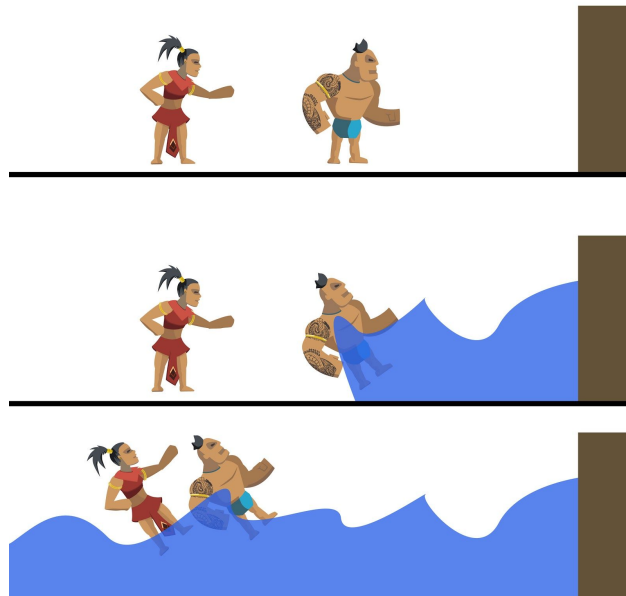
- ○ **Moss** - A slippery surface that causes the character to keep moving in the direction and speed they were running when they contacted it, until the end of the moss is reached. This can be used as a way to force the player to react quickly when they reach the end of the moss or as a hindrance to movement in general.
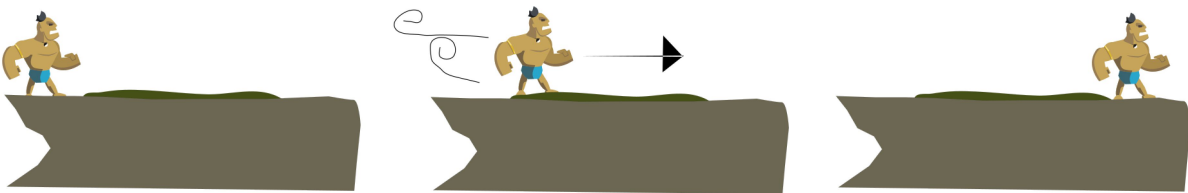
- ● **Interactive Objects** - Switches, anti gravity crystals, doors, crates
  - ○ **Switches -** They are interactive tiles or levers that activate when an object is placed on top of them. Switches control various objects throughout the forest. Can open doors, or remove obstacles.

- **Anti Gravity Crystals -** Dark colored crystals that can be activated by only one character at a time. To activate these crystals players must press the interact key. Crystals have a colored aura that represents the area in which they affect the character's gravity. Upon activation, the character's gravity will invert and will only return to normal when the other character touches an anti-gravity crystal or they leave the crystals aura. Crates and boulders will also have their gravity inverted.
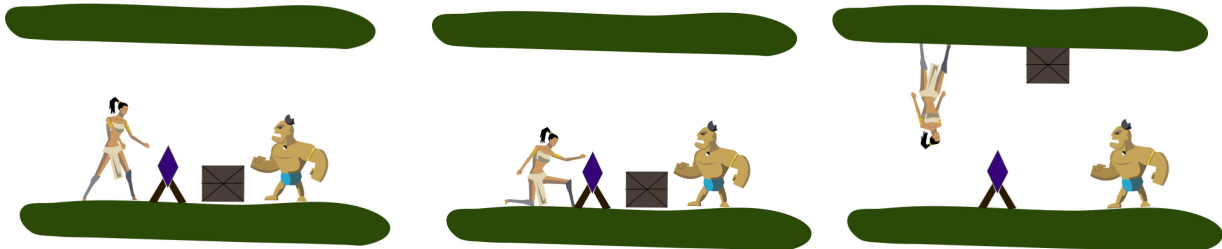
- **Doors -** Can be opened by flipping switches or destroyed by a rolling boulder or with the male characters Sprint or Heavy Slam skills.
- **Crates -** Can be pushed or pulled by the player's characters in either horizontal direction. These can also be picked up and stacked on top of other crates or other flat objects. The player will have to use the interact key to grab onto the crate. While holding the crate, if the player presses the interact key again, the crate will be dropped.

Puzzles / Challenges

- **Time based challenges** - These will be similar to other puzzles that are featured in the game. However, the player will have to complete the puzzle within a certain amount of time. These don't necessarily have to be a race against the clock but can be done by having a boss-like enemy chase the characters within the level or natural disasters such as lava filling up the level beneath the player as he/she is completing the puzzles. Although these different scenarios might take different amounts of time to complete, the main idea is that the player feels a sense of urgency when they are racing to finish a puzzle while having to worry about some other type of danger.
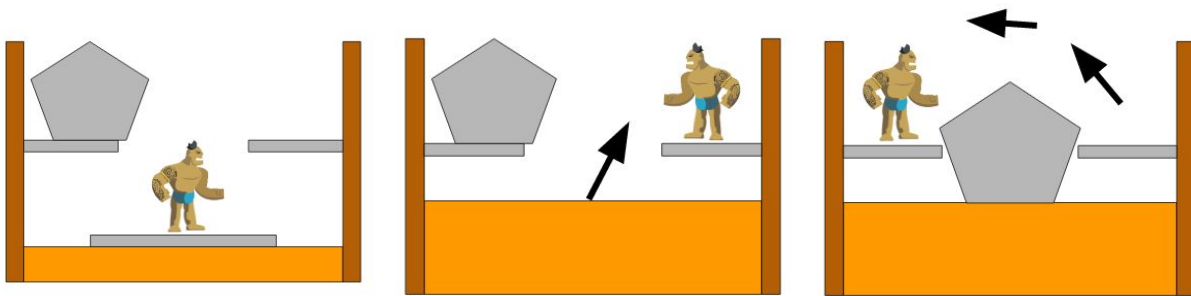
- **Gravity manipulation** - Ancient temples may be found throughout the trees belonging to people who vanished long ago. Some of these temples have crystals strewn through them which affect gravity. If the player activates the crystal that character's gravity will become inverted. Only a single character can be influenced by the crystal at a time. If the second character enables the crystal, they will become inverted, and the original character will return to a normal gravity.
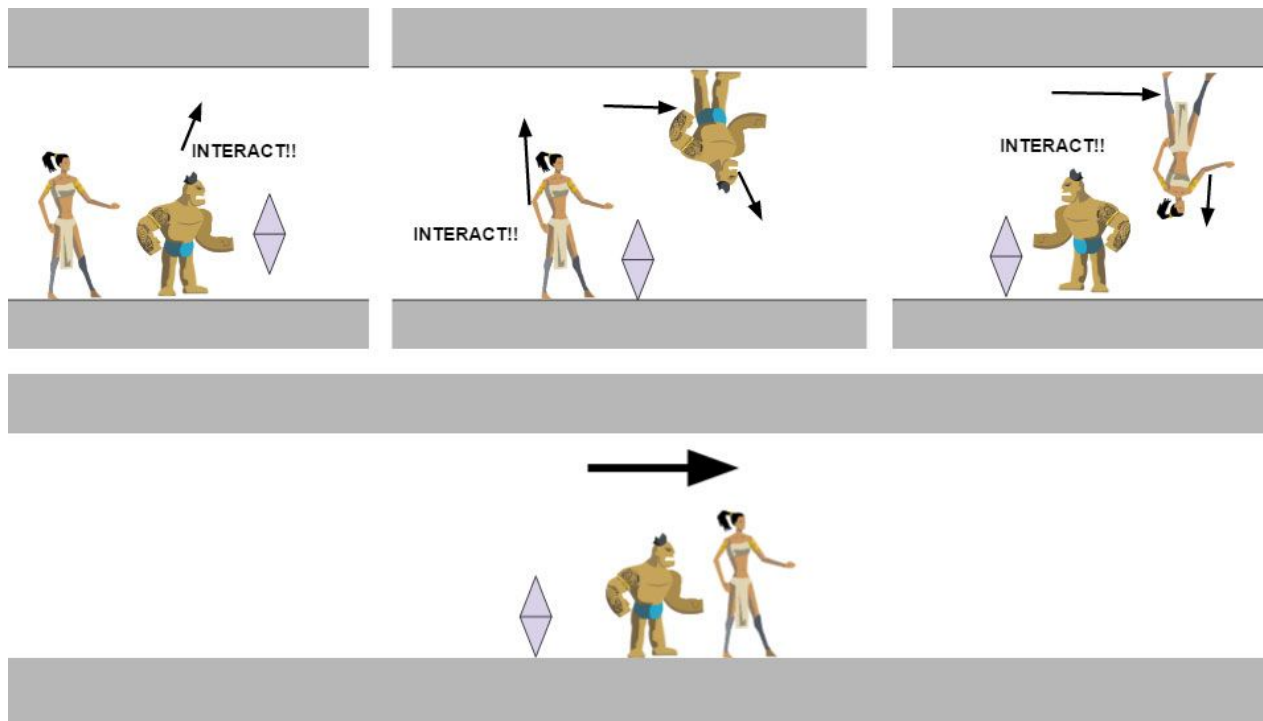
- **General puzzles** - The majority of the game will be comprised of simpler tasks the player must complete to continue progression. These sections are designed to give the player time to master the skills necessary for the time based challenges. They are not time critical and are intended to allow the player time to explore the controls and interactions between the core puzzle elements.
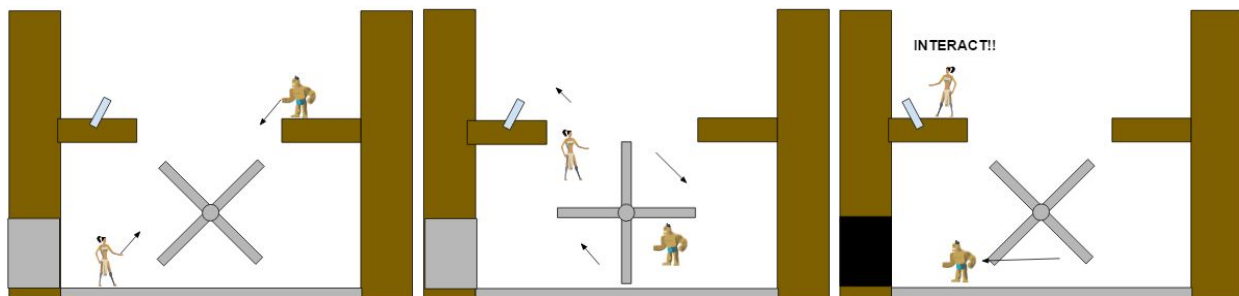
Visual Design

Game User Interface
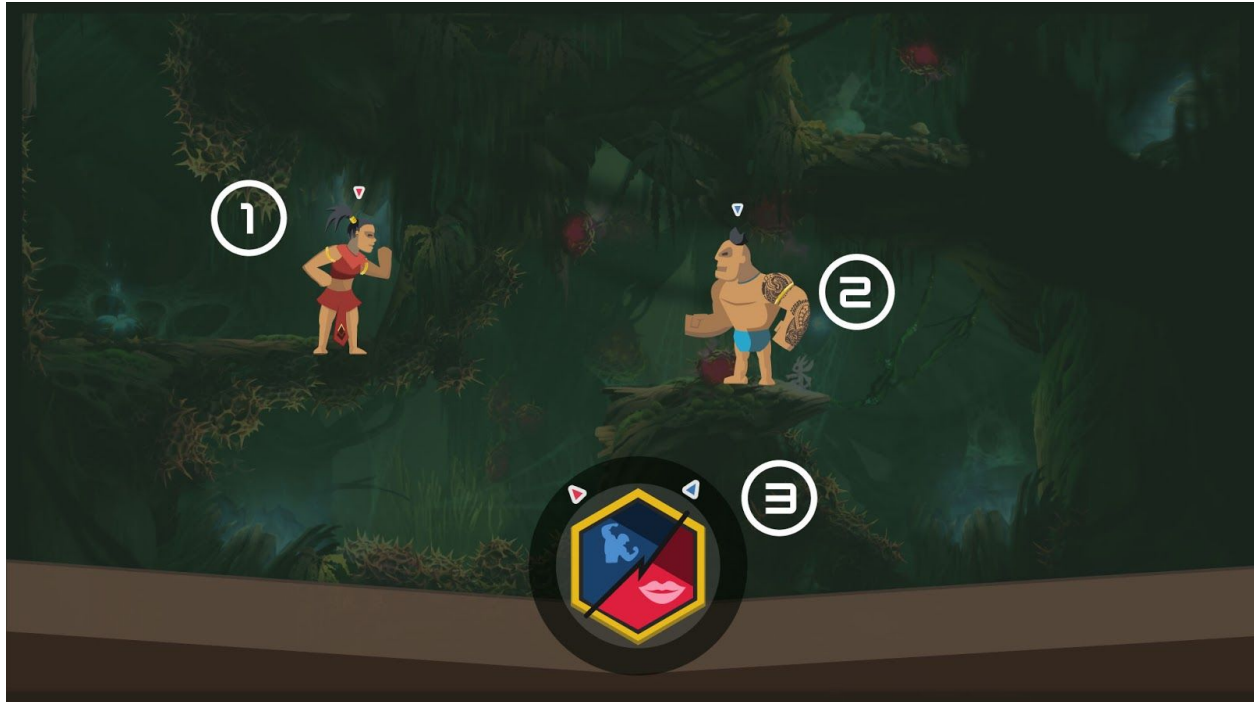
Size to scale Game UI

1. **Female character:** She is represented with a red outfit.
2. **Male character:** He is represented with a blue robe.
3. **Amulet/ Main UI -** The two halves of the amulet put together.

Size to scale Game UI

* The amulet may merge into one whole piece when the characters are close to each other. *

1. **The Character Tracker:** Tracks the character position.
    a. Moves around the black ring surrounding the amulet.
2. **Male Character's Amulet:** The blue, upper half of the amulet.
    a. Shows the male character currently selected skill and his current mystical energy level.
    b. The icon of the male character skill is inside of his half of the amulet representing his current ability, and the image will preserve a similar shade of the man's distinctive colors.
3. **Female Character's Amulet:** The red, lower half of the amulet.
    a. Shows the female character currently selected skill and her current mystical energy level.
    b. The icon of the female character skill is inside of her half of the amulet representing her current ability, and the image will preserve a similar shade of the woman's distinctive colors.

Menu Breakdown
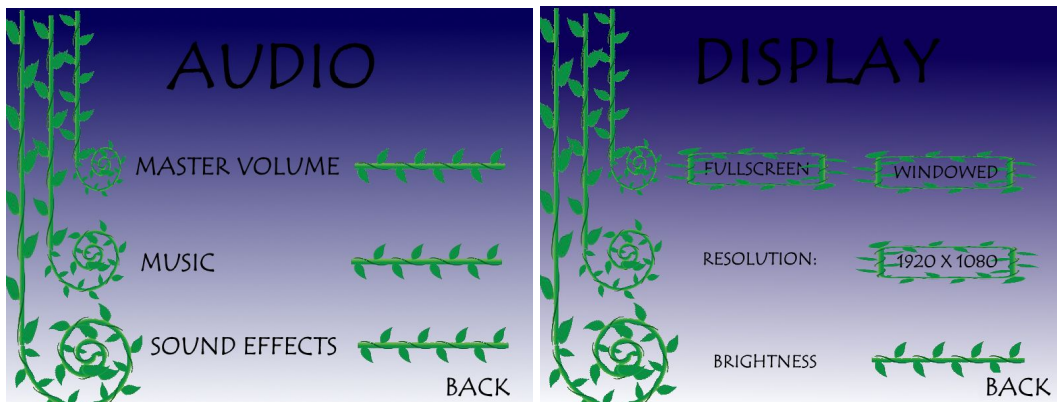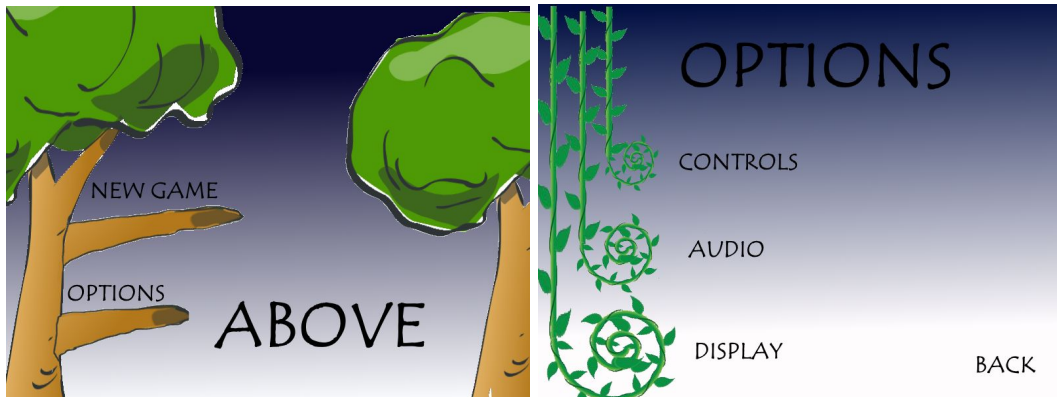
Control Schemes

* Use a gamepad for an optimal experience*

Keyboard controls found in key(s) / Conditions Column following the word 'Or'

Player Action	key(s) / Conditions	Description
Male Character		
Movement, Crouch	**Left Stick** Or **WASD**	Controls the male character's movement, Up/Down/Left/Right. While pressing down and left/right character will crouch walk.
Jump	**Left Bumper** Or **Space**	Makes the male character jump in the direction that the player is pushing.
Interact, Grab	**Left Trigger** Or **Left Shift**	**Interact:** Makes the male character interact with objects in the environment. **Grab:** The character can grab onto a nearby object, ledge or climbable surface by holding the interact key.
Roll	**Left Stick (down)** + **Left Bumper** Or **S + Space**	While crouching the player can hit the jump key to make the character roll in the direction they are facing. This moves them quickly over a short distance and enables them to go under gaps too large to walk or run through.
Drag	**Left Trigger** + **Left Stick** Or **Left Shift** + **A/D**	When a character is standing next to a large interactive object, they may hold the interact key to grab onto it. While grabbed, movement on the horizontal plane will drag the object with the character. Release the interact key to let go of the object.
Climb, Hang	**Left Trigger (hold)** + **Left Stick** Or **Left Shift** + **WASD**	**Climb:** While characters are grabbing a climbable surface, they can move vertically along the surface. If the player lets go of the interact key, the character will fall. **Hang**: A character can hold the interact key while next to a ledge to hang from it. Holding the character's movement key upwards will climb the ledge placing the character on the platform. Horizontal vines can also be hung from. The player may move horizontally along them while holding the interact key. If the player lets go of the interact key, the character will fall.

Carry	Press **Left Trigger** + **Left Stick (Horizontal)** Or Press **Left Shift** + **A/D**	**Carry:** To pick up a small object such as a box, tap the interact key once. The player may now carry the object with them.
Drop	If in Carry mode + **Left Trigger (tap)**	To drop a carried object, tap the interact key.
Throwing, Toss Character	If in Carry mode + **Left Trigger (hold)** + **Left Stick** + Release **Left Trigger** Or If in Carry mode + **Left Shift (hold)** + **A/D** + Release **Left Shift**	**Throwing:** Characters can launch objects that they are holding. If the object is small enough to be carried, it may be thrown as a projectile. To throw the object the player is holding, hold down the interact key. The character's movement is disabled and the thumb stick now controls the trajectory of the projectile. Release the interact key to throw the projectile on the highlighted path. **Toss Character:** If the female is crouching the male can interact with her to toss her a short distance. The females movement is disabled and the male controls movement for both. To throw the female, hold the male's interact key to enter the toss state. The male's movement keys now control the trajectory of the female's flight, release the interact key to throw the female character on the highlighted path. To exit the carry or toss states press the male's jump key.
Totem Pole Movement	If female is in Totem pole mode + **Left Stick** Or If female is in Totem pole mode + **Left Shift**	**Totem Pole:** If the male is crouching, the female can interact with him to climb onto his shoulders. They enter the Totem Pole state, with the male upright and the female upright upon his shoulders. His walking speed is slowed down to 50%. The female's movement is disabled with the male controlling movement for both. This interact can be used to reach platforms out of the scope of a single character's jump height. To exit the totem pole state, the female must grab a ledge or jump off the male's shoulders.
Female Character		
Movement, Crouch	**Right Stick** Or **Arrow Keys**	Controls the female character's movement, Up/Down/Left/Right. While pressing down and left/right character will crouch walk.
Jump	**Right Bumper** Or **NumPad 0** Or **'/'**	Makes the female character jump in the direction that the player is pushing.
Interact, Grab	**Right Trigger** Or **Right Shift**	**Interact:** Makes the female character interact with objects in the environment. **Grab:** The character can grab onto a nearby object, ledge or climbable surface by holding the interact key.

Roll	**Right Stick (down)** + **Right Bumper** Or **Down Arrow** + **NumPad 0** Or **'/'**	While crouching the player can hit the jump key to make the character roll in the direction they are facing. This moves them quickly over a short distance and enables them to go under gaps too large to walk or run through.
Drag	**Right Trigger** + **Right Stick** Or **Right Shift** + **Left/Right Arrows**	When a character is standing next to a large interactive object, they may hold the interact key to grab onto it. While grabbed, movement on the horizontal plane will drag the object with the player. Release the interact key to let go of the object.
Climb, Hang	**Right Trigger (hold)** + **Right Stick** Or **Right Shift (hold)** + **Arrow Keys**	**Climb:** While characters are grabbing a climbable surface, they can move vertically along the surface. If the player lets go of the interact key, the character will fall. **Hang**: A character can hold the interact key while next to a ledge to hang from it. Holding the character's thumb stick upwards will climb the ledge placing the character on the platform. Horizontal vines can also be hung from. The player may move the character horizontally along them while holding the interact key. If the player lets go of the interact key, the character will fall.
Carry	Press **Right Trigge**r + **Right Stick** Or Press **Right Shift** + **Left/Right Arrow Keys**	**Carry:** To pick up a small object such as a box, tap the interact key once. The player may now carry the object with them. To drop, tap the interact key again.
Drop	If in Carry mode + **Right Trigger (tap)**	To drop a carried object, tap the interact key.
Throwing	If in Carry mode + **Right Trigger (hold)** + **Right Stick** + Release **Right Trigger** Or If in Carry mode + **Right Shift (hold)** + **Up/Down Arrow Keys** + Release **Right Shift**	**Throwing:** Characters can launch objects that they are holding. If the object is small enough to be carried, it may be thrown as a projectile. To throw the object the character is holding, hold down the interact key. The player's movement is disabled and the movement keys now control the trajectory of the projectile. Release the interact key to throw the projectile on the highlighted path.
Totem Pole Initiation	If the male is crouching + **Right Trigger** Or If the male is crouching + **Right Shift**	**Totem Pole:** If the male is crouching, the female can interact with him to climb onto his shoulders. They enter the Totem Pole state, with the male upright and the female upright upon his shoulders. The female's movement is disabled with the male controlling movement for both.
Totem Pole Jump	If male is in Totem pole	Allows her to jump while in totem pole mode.

	mode + **Right Bumper** Or If male is in Totem Pole mode + **NumPad 0** Or **'/'**	
General Controls		
Pause	**Start** Or **Escape**	Pauses the game and shows the menu.
Move	If in Menu + **Left Stick** Or If in Menu + **WASD** Or **Arrow Keys**	Move through the menu items.
Select	If in Menu + **A** Or If in Menu + **Enter**	Select a highlighted menu item.
Skills		
Skills activations depend on what state the character is in and key input combinations. These are described in the skills section.		

Component Matrix

Above Matrix	Male	Female	Night King	Monkey	Snake	Koala	Bats	Vines and Trees	Boulders	Crates	Branches	Thorns	Slime	Water	Moss	Switches	Anti Gravity Crystals	Magnetic Crystals	Doors	Cracked Objects	Male Clone (Statue)
Male																					
Female	A																				
Night King	B	B																			
Monkey	C	D																			
Snake	E	E																			
Koala	F	F																			
Bats	G	G																			
Vines and Trees	H	H		H			I														
Boulders	J	J		K	K	K	K														
Crates	L	L																			
Branches	M	M	M	M	M	M	M		M	M											
Thorns	B	B		B																	
Slime	N	N		N	N																
Water	O	O		O	O	O	O		O	O											
Moss	P	P		P	P				P	P											
Switches	Q	Q		Q					Q	Q											
Anti Gravity Crystals	R	R		R					S	S											
Magnetic Crystals		T																			
Doors																U					
Cracked Objects	V								W					O	P				S		
Male Clone (Statue)	X	X		X										O	P	Q			S		

Source Link: https://goo.gl/F4cTKB

Descriptions

A. If the Male is crouching and the Female interacts with him, the Female stands on the Male's shoulders to stack which will allow a higher starting point for jump. The Male then moves at half speed until the Female get's down. OR if the Female is crouching and the Male interacts with her, the Male may Toss the Female by using a trajectory line that moves with the vertical controls of the Male.

B. Kills the character on collision restarting the game from the last scene loaded.

C. Throws moss towards the characters if they're in the range of the Monkey.

D. Female may use Animal Whisper to manipulate the Monkey via her movement controls. If uncontrolled Monkeys will also throw Moss towards her if in range.

E. Knocks back the character after a hit. Sends the character backwards a few units and stuns them for 2 seconds.

F. Disables the characters movement until the player shakes that character's thumbstick horizontally for 6 seconds.

G. If a Bat collides with either character it will spawn a group of Bats in the foreground that block part of the camera's view for a set time, after that time the bats disappear.

H. Can go up and down the Vines, if the interact key is held.

I. Koalas defend the vines moving up and down them in random intervals.

J. Characters can push boulders. If the Boulders are moving actively and make contact with the characters they will die.

K. Kills the animal on collision if the Boulder is actively moving. The Boulder remains intact.

L. If either character presses the interact key while next to a crate, they will proceed to pick up the crate. The crate can then be carried or thrown.

M. Branches have a countdown when a character, animal or interactive object collides with them they fall when the counter reaches zero. If the Branches bottom trigger area collides with any mob or character it will instantly kill them.

N. Slows down the animal or character by 50% of their movement speed and prevents them from jumping.

O. Characters and Objects float when in contact with the Water, pushing the object in the direction of the current.

P. Disables the animal or character's horizontal movement while keeping the initial velocity and direction. If an object is thrown onto the moss it will behave in the same manner.

Q. Can be turned On or Off using Interact or by placing an object on top of them. Used to open doors or disable traps/obstacles.

R. When either character or a Monkey interacts with an anti-gravity crystal their gravity will become reversed until either the other character touches an anti gravity crystal or they leave the area of effect.

S. Boulders, Crates or Cracked Objects that are within the vicinity of the crystal will have their gravity reversed when this crystal is activated.

T. Pulls the object towards the female character if within a certain range while using the Magnetic Attraction Skill.

U. When the correct switch is activated for a door or trap it will open or disable it.

V. Cracked objects are destroyed by "Sprint" or "Heavy Slam.

W. If the Boulder is actively moving and has contacted a cracked object, the cracked object will be destroyed and the Boulder will remain intact.

X. The male uses the Spectral Clone Ability and creates a non moving clone of himself. Either character or the Monkey can manipulate this clone by pushing or pulling it.

Progression Style

As a puzzle-platform game, Above's progression style fits directly in a "string of pearls" method. Each level can be solved in a multitude of ways, but they all lead to one result: access to the next level.

Flowchart

Link: https://drive.google.com/file/d/0B9-3w-cOCZxQc2xqXzBYRGM1ckU/view?usp=sharing

	Basic Mechanics		Crates		Unlock Skill		Glide
	Puzzle		Vines		Sprint		Magnetic Attraction
	Toss		Doors		Spirit Clone		Animal Whisper
	Totem Pole		Swtiches		Heavy Slam		Level
	Night King		Boulder		Monkey		One Way Transition
	Warped Gravity		Branches		Bat		Start/Finish
	Lava		Slime		Koala		
	Thorns		Moss		Snake		

(Second part of the Flowchart Below)

Intro

Players are **introduced** to their goal and their amulet. Cut Scene moving them into tutorial

Cutscene to Tutorial

Tutorial

- Players are introduced to the goal of reaching the top of the canopy.
- Players are introduced to the **basic mechanics**. (Movement, Jumping, Climbing, Hanging, Crouching, Tossing, and Grabbing).
- Players are introduced to interactable object types.

Player moves both characters to next scene

Stage 1

Level 1

- First puzzle level combining the basic mechanics to reach the first checkpoint.
- The player must use interactable objects to reach the goal.
- Puzzles will be based on the player using the following basic mechanics: pushing and pulling objects as well as jumping, climbing, and throwing in order to pass puzzles. (Introduction)

Sprint and Glide Learned

Level 2

- Puzzles will involve more "teamwork" and character interaction with each other to be completed. (Practice)
- Players begin to practice basic elements. (Practice)
- Players learn how to use Sprint and Glide to solve puzzles. (Introduction/Practice)
- Snake and Bat Introduced
- Simple hazards such as thorns are implemented in the puzzles. (Introduction)

Complete Level 2 Puzzle Night King Intro CutScene

Level 3

- First experience with the Night King.
- Players must demonstrate their mastery over basic puzzle solving mechanics as well as Sprint and Glide. (Mastery)
- Night King will slowly move on a predetermined path and will leave a cloud of black smoke in his wake. (Introduction)
- If either character stays within that smoke for a certain amount of time they will die. (Introduction)
- Players must reach the top of the level to escape the Night King's reach.

Night King Outro Cutscene

Stage 2

Level 4

- More Environmental Hazards, Moss, Slime. (Practice)
- Vertical focused puzzle combing jumping, climbing and hanging.
- Introduce Totem Pole and puzzle requiring the use of it. (Introduction)

Clone and Magnetic Attraction Learned

Level 5

- Koala and Monkey introduced
- Levels are more segmented in terms of height to allow for more use of the Clone and Magnetic Attraction skill.
- Puzzles also include the use of environmental hazards. (Practice)

Complete Level 5 Puzzle Lava Scene

Level 6

- Players have limited time to solve the puzzle before the lava kills them
- Lava will fill certain parts of the level
- Players must use the mechanics they have learned while using boulders to stop the flow of lava.

Animal Whisper and Heavy Slam Learned

Stage 3

Level 7

- Upon surviving the lava players learn the Heavy Slam and Animal Whisper skills. (Introduction)
- Players show mastery over the use of Toss and Totem Pole (Mastery)

Upon completion of level 7 Enter Anti Gravity Temple

Level 8

- Players encounter the anti-gravity temple. (Introduction)
- Puzzles are designed around magnetic attraction, Clone and Animal Whisper.
- Players will have to use their skills in anti-gravity puzzles.

Complete Level 8 Puzzle Final Night King Scene

Level 9

- The final level and final encounter with the Night King
- Players will show mastery over high mobility skills. Specifically Sprint, Glide, and Heavy Slam (Mastery)
- The Night King continues to leave darkness in his wake that harms the characters. He will move in unpredictable patterns forcing the player to adapt to new paths.
- Players must utilize these skills to bring an ancient temple down upon the Night King defeating him once and for all.

Night King Death Scene

End

Final Cut Scene

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